

# Contents

## SG Design

Energy-Efficient and Safe Driving Using a Situation-Aware Gamification Approach in Logistics . . . . .	3
<i>Roland Klemke, Milos Kravcik, and Felix Bohuschke</i>	
Learning Analytics and Educational Games: Lessons Learned from Practical Experience. . . . .	16
<i>Ángel Serrano-Lagunaa, Javier Torrente, Borja Maneroa, Ángel del Blanco, Blanca Borro-Escribanoa, Iván Martínez-Ortiza, Manuel Freire, and Baltasar Fernández-Manjón</i>	
Designing Games with a Purpose for Data Collection in Music Research. Emotify and Hooked: Two Case Studies . . . . .	29
<i>Anna Aljanaki, Dimitrios Bountouridis, John Ashley Burgoyne, Jan Van Balen, Frans Wiering, Henkjan Honing, and Remco Veltkamp</i>	
Learning Analytics in Serious Gaming: Uncovering the Hidden Treasury of Game Log Files . . . . .	41
<i>Wim Westera, Rob Nadolski, and Hans Hummel</i>	
Generating Computational Models for Serious Gaming . . . . .	53
<i>Wim Westera</i>	
COMBI naTion: The Fusion of Serious Gaming and COBIT . . . . .	64
<i>Martin Fritsch, Sascha Müller-Feuerstein, and Rainer Groß</i>	
The Move Beyond Edutainment: Have We Learnt Our Lessons from Entertainment Games? . . . . .	77
<i>Aida Azadegan, Jannicke Balsrud Hauge, Francesco Bellotti, Riccardo Berta, Rafael Bidarra, Casper Hartevelt, Johann C.K.H. Riedel, and Ioana Andreea Stanescu</i>	
Flooded: A Location-Based Game for Promoting Citizens' Preparedness to Flooding Situations . . . . .	90
<i>Sondre Johan Mannsverk, Ines Di Loreto, and Monica Divitini</i>	

## SG Technology

Development of a Game Engine for Accessible Web-Based Games . . . . .	107
<i>Javier Torrente, Ángel Serrano-Laguna, Ángel del Blanco Aguado, Pablo Moreno-Ger, and Baltasar Fernández-Manjón</i>	

FILTWAM and Voice Emotion Recognition. . . . .	116
<i>Kiavash Bahreini, Rob Nadolski, and Wim Westera</i>	
A Survey of Haptics in Serious Gaming. . . . .	130
<i>Shujie Deng, Jian Chang, and Jian J. Zhang</i>	
An Agent Based Methodology to Design Serious Game in Social Field. . . . .	145
<i>Manuel Gentile, Dario La Guardia, Valentina Dal Grande, Simona Ottaviano, and Mario Allegra</i>	
Lecture Notes in Computer Science: Beyond simulators, Using F1 Games to Predict Driver Performance, Learning and Potential. . . . .	157
<i>Matthew Hislop, Aparajithan Sivanathan, Theodore Lim, James M. Ritchie, Gnanathusharan Rajendran, and Sandy Louchart</i>	
Paths for Cognitive Rehabilitation: From Reality to Educational Software, to Serious Games, to Reality Again. . . . .	172
<i>Francesco Curatelli, Chiara Martinengo, Francesco Bellotti, and Riccardo Berta</i>	
Towards an Understanding of the Relationship Between Executive Functions and Learning Outcomes from Serious Computer Games. . . . .	187
<i>James Boyle and Elizabeth A. Boyle</i>	
Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Games. . . . .	200
<i>Kristian Kiili, Arttu Perttula, Sylvester Arnab, and Marko Suominen</i>	
<b>SG Applications</b>	
A Business Simulation with an Agent-Based Deliberative Model of Consumer Behaviour. . . . .	215
<i>Márcia L. Baptista, Carlos Martinho, Francisco Lima, Pedro A. Santos, and Helmut Prendinger</i>	
Stealth Assessment of Teams in a Digital Game Environment. . . . .	224
<i>Igor Mayer, Dirk van Dierendonck, Theo van Ruijven, and Ivo Wenzler</i>	
Unveiling California History Through Serious Games: Fort Ross Virtual Warehouse. . . . .	236
<i>Nicola Lercari, Michela Mortara, and Maurizio Forte</i>	
Entrepreneurship Competence Assessment Through a Game Based Learning MOOC. . . . .	252
<i>Mireia Usart and Margarida Romero</i>	

Evaluation of “Cultural Awareness – Afghanistan Pre-deployment”: A User Study . . . . .	265
<i>Alessandra Tesei, Alessandra Barbieri, Ion Roceanu, and Daniel Beligan</i>	
Evaluating the Effectiveness of Serious Games for Cultural Awareness: The Icura User Study . . . . .	276
<i>Michela Mortara, Chiara Eva Catalano, Giusy Fiucci, and Michael Derntl</i>	
Beyond Gambling Temptations: An Experimental Design Project to Detoxify Players from Irresistible Illusions of Gambling . . . . .	290
<i>Annamaria Andrea Vitali, Margherita Pillan, and Pietro Righi Riva</i>	
Player-Specific Conflict Handling Ontology . . . . .	304
<i>Charline Hondrou, Eleni Tsalapati, Amaryllis Raouzaïou, Kostas Karpouzis, and Stefanos Kollias</i>	
Doing Useful Work Using Games . . . . .	316
<i>Kam Star</i>	

## Workshop

Acquiring 21st Century Skills: Gaining Insight into the Design and Applicability of a Serious Game with 4C-ID . . . . .	327
<i>Peter van Rosmalen, Elizabeth A. Boyle, Rob Nadolski, John van der Baaren, Baltasar Fernández-Manjón, Ewan MacArthur, Tiina Pennanen, Madalina Manea, and Kam Star</i>	

## Posters

An Instructional Approach for Developing Serious Games . . . . .	337
<i>Félix Buendía-García, Sol García-Martínez, Eva M<sup>a</sup> Navarrete-Ibañez, and M<sup>a</sup> Jesús Cervelló-Donderis</i>	
User Profiling: Towards a Facebook Game that Reveals Cognitive Style . . . .	349
<i>Angeliki Antoniou, Ioanna Lykourantzou, Jenny Rompa, Eric Tobias, George Lepouras, Costas Vassilakis, and Yannick Naudet</i>	
Quantitative Approach in Measuring Knowledge Convergence in Serious Games . . . . .	354
<i>Ariadna Padrós and Margarida Romero</i>	
The 5/10 Method: A Method for Designing Educational Games . . . . .	364
<i>Johan Jeuring, Rick van Rooij, and Nicolas Pronost</i>	
Balancing Fidelity of Simulation Game Environments to Increase Situational Awareness Skills. . . . .	370
<i>Heide Lukosch</i>	

Gaming for Policy Makers: It's Serious! . . . . .	376
<i>Josine G.M. van de Ven, Hester Stubbé, and Micah Hrehovcsik</i>	
Serious Game Design for Vehicular Language Learning Addressing Work Needs . . . . .	383
<i>Hariklia Tsalapatas, Olivier Heidmann, Rene Alimisi, Spyros Tsalapatas, Spyros Kourias, Martin Sillaots, Bernardo Hourmat, Michela Tramonti, Steffan Oie, and Elias Houstis</i>	
Harmonizing Interoperability – Emergent Serious Gaming in Playful Stochastic CAD Environments . . . . .	390
<i>Z. Kosmadoudi, Theodore Lim, James M. Ritchie, Y. Liu, R. Sung, Jannicke Balsrud Hauge, Samir Garbaya, Robert E. Wendrich, and Ioana A. Stanescu</i>	
A Diagnostic Tool on Time Perception of Children with ADHD. . . . .	400
<i>Pongpanote Gongsook, Janneke Peijnenborgh, Christian Sallustro, Erik van der Spek, Jun Hu, Francesco Bellotti, Matthias Rauterberg, and Jos Hendriksen</i>	
<b>Author Index . . . . .</b>	<b>407</b>

Games and Learning Alliance

Second International Conference, GALA 2013, Paris,  
France, October 23-25, 2013, Revised Selected Papers

De Gloria, A. (Ed.)

2014, XVI, 408 p. 121 illus., Softcover

ISBN: 978-3-319-12156-7